

Act 1a

Strange Whispers

Everyone in this town seems to be on edge. Even you feel unnerved, the moment the train pulls into the station and you step out into the brisk fall air. Something is amiss, but you'll have to have a look around yourself to know for sure.

3



ACT 1b

There is an otherworldly presence in this place, as if some madness is reaching through the skin of the worlds and planting seeds of psychosis in your mind. Whatever it is must be ancient. You find signs of strange worship in the woods and hear terrifying tales in town. One thing is certain: You are all in grave danger.

Agenda 3a

The End of Reason

The being is one of mindless action. It kills without malice or intent. It does not detest reason, but merely defies it. There is no logic to its form or function. Only horrifying instinct.

Whenever a doom is placed on this agenda in the Mythos phase move The Living Id towards the nearest **Townfolk**. If there are no **Townfolk** move it towards the nearest Investigator. Whenever a **Townfolk** is killed place 1 doom on this agenda.

7



AGENDA 3b

It is so much easier, you decide, to stop fighting your instincts. You drop your tools and tear off your clothing, running to join the people of Woodhaven as they gleefully tear themselves and each other apart in a beautiful celebration of raw humanity. Your body sings with pleasure as it kills and is killed. There is nothing greater than the glory of nature, you decide, as the last drops of your blood fall onto the sodden earth. At last the town is quiet, and the presence drifts on to find more minds to awaken.

- ◆ The investigators are defeated.
- ◆ Each investigator is killed.

Agenda 2a

Chorus of Sin

The people of Woodhaven have succumbed to this otherworldly madness. As they embrace their basest instincts you sense the skin of this place growing ever more thin. Their depravity seems to be reaching out into the blackness, and you fear that something may answer their call.

6



The Living Id

4

Monster, Elite.

Spawn - Bridge of Sighs
The Living Id cannot be damaged or killed.

Forced - At the end of the enemy phase The Living Id deals 4 damage to all **Townfolk** in its location.

Victory 4

ENEMY

Agenda 1a

Madness in Woodhaven

"Murder/Suicide Epidemic in Woodhaven, Thirteen Dead." The newspaper lies folded at the bottom of your suitcase as your train pulls into the sleepy town of Woodhaven. Although "sleepy" may no longer be apt. In the past week four otherwise ordinary people have awoken as delirious psychopaths, their killing sprees always ending with their own lives. What is this madness that has gripped Woodhaven?

Each **Townfolk** enemy gains Aloof and cannot be engaged by Investigators.

5



AGENDA 1b

The dissonant whispers in your head have risen to cacophonous screams. You struggle to form even the barest of thoughts under the mental assault. As your mind reels, you see the townsfolk around you transform before your very eyes. All semblance of morality is stripped away to reveal the decrepit, desperate, violent thoughts that lurk within.

- ◆ All investigators must discard two cards from their hands or suffer 2 horror.
- ◆ Reveal all Woodhaven locations.

Victory 1

Thick and dark.

once lay here.

Test (7) to explore the woods. If you succeed, remember that the investigators have “found an crystal necklace.”

Forced – When this location is revealed put the set aside Carver into play here.

Forced – When this location is revealed put the set aside Miss Miller into play here.

The inside of the building seems implausibly bigger than the outside. You assume this is not due to otherworldly influence, merely Carver’s keen eye for hoarding.

The Woodlaven Bank advertises that it’s been open for over one hundred years. From the state of the building, you believe it.

Miss Miller gives her a dirty look as you walk in. You surmise that the bank has not lasted this long on the back of her hospitality.

Bank
LOCATION
Woodhaven.

Antique Shop
LOCATION
Woodhaven.

Ancient Thicket
LOCATION
The forest outside of Woodhaven grows

Deep Forest
LOCATION
The trees have long grown over what paths

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* Joshua Ramsey

2 2 2 2

Townfolk. Humanoid.

If Joshua Ramsey is not Aloof he gains Hunter.

Forced – When you become engaged with Joshua Ramsey draw and resolve 1 card from the Encounter deck.



ENEMY

* Miss Miller

2 2 2 2

Forced – At the beginning of the Enemy phase if Miss Miller is not Aloof move her 1 location towards the nearest *Townfolk*.

Forced – At the end of the Enemy phase if Miss Miller is not Aloof she deals 1 damage to a *Townfolk* in her location. If this kills a *Townfolk* place 1 doom on the agenda.



ENEMY

* Rita Jones

2 4 1

Townfolk. Humanoid.

If Rita Jones is not Aloof she gains Hunter.

Forced – When Rita Jones attacks, deal 1 damage to her.



ENEMY

Runed Tablet

1

ASSET

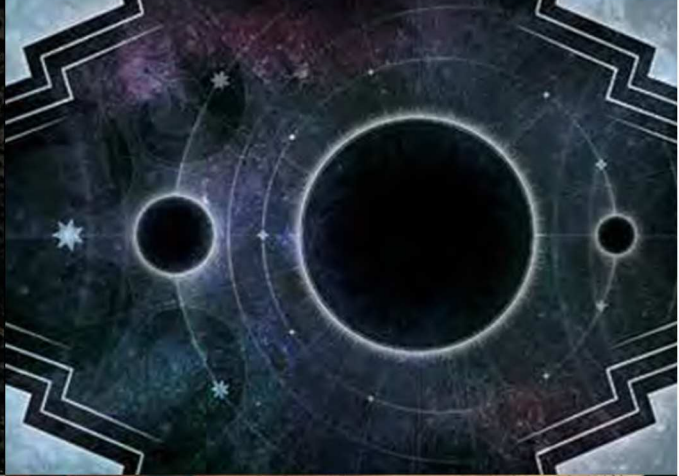


➤: Test ⚔(5). If you are in the Bridge of Sighs and engaged with The Living Id proceed to (→K2). If you fail take 1 horror.

🛡: After your turn ends heal one horror from Runed Tablet.

You cannot understand the writing carved into the crumbling stone, but you can feel the power humming from just beneath the surface.

3



Bridge of Sighs



2

LOCATION

Forced – After you enter the Bridge of Sighs: Test ♦(3). If you fail, take 1 horror.

1

LOCATION

▶ **Take 1 damage:** Advance the agenda.
When you brush the moss aside you find the faint shapes of unintelligible runes carved onto the stones. You feel something here, pressing against the skin of the world.



Diner



2

LOCATION

Woodhaven.
▶ Heal 2 damage. (Limit once per game)

2

LOCATION

Forced – When this location is revealed put the set-aside Rita Jones and Chad Serkin into play here.



Library



4

LOCATION

Forced – Whenever you successfully investigate this location, draw a card.

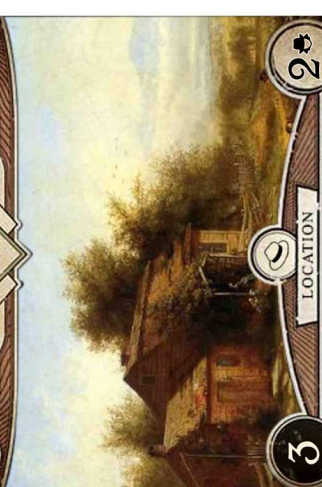
1

LOCATION

Forced – When this location is revealed put the set-aside John Hocking into play here.
The librarian does on you, jabbering constantly over your shoulder. You surmise that you're the first visitor in a long time.



Ramsey Farm



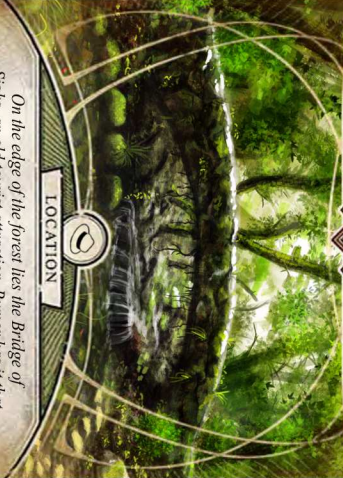
3

LOCATION

Forced – When this location is revealed put the set-aside Joshua Ramsey into play here.

2

▶ Test ♦(7) to dig beneath the fields. If you succeed, remember that the investigators have “found an ancient totem.”



LOCATION

On the edge of the forest lies the Bridge of Sighs, an old tourist attraction. Rumor has it that those who stand on the bridge can hear whispers from another world.



LOCATION

The diner is the hub of activity in any town of this size. Perhaps you can find some locals willing to talk here. Or maybe just get a decently priced cup of joe.



LOCATION

Woodhaven.
The small library sits on the edge of town, and looks hardly trafficked.



LOCATION

A cursory look over the farmland is enough to see that the Ramseys having been doing good business in years.

Bridge of Sighs

Diner

Library

Ramsey Farm

EASY / STANDARD

-X. X is the number of *Townfolk* in your location.

-1. Place 1 doom on the nearest *Townfolk*.

-3. If you succeed, take 1 clue from the token pool.

Bridge of Sighs

HARD / EXPERT

-2. Treat as an automatic fail if there is a *Townfolk* at your location.

-3. Place 1 doom on the nearest
Townsville.

-3. Discard 1 clue to your current location.

Resolutions

If no resolution was reached and at least 1 investigator resigned:

◆ If no **Townpeople** were saved: You leave **Woodhaven** to its desolation. At least you still have your own mind. You can't say the same of the people you left behind.

◆ If between 1 and 5 Townspeople were saved: You did what you could.

These people no longer have a place to call home, but thanks to you they've made it out alive. Each investigator gains experience equal to the Victory X of each card in the victory display.

Each investigator earns 1 bonus experience for every 2 *Townsfolk* that have been saved.

◆ If all 6 **Townfolk** were killed by the investigators: *You flee the town, leaving the blood on your hands behind. Your sins have starved the entity. For now.* Each investigator suffers 1 mental trauma and gains 3 bonus experience.

Setup

1. Assemble the chaos bag:

◆ Easy:

+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ♣♠

◆ Normal:

Normal: +1, 0, 0, -1, -1, -2, -2, -3, -4, -5,

Hard:
0, 0, 0, 1, -2, -3, -3, -4, -5, ♠, ♠, ♠, ♠

Expert:
0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6,

2. Gather all the cards from the following encounter sets: *Striking Fear*, *Ancient Evils*, *Chilling Cold*, *The Midnight Masks*, and *Locked Doors*. Shuffle these cards to form the encounter deck.


The train out of Woodhaven is fit to burst as it pulls out of the station. The further it crawls away from the town the clearer your head becomes. For now, these people are safe, although you doubt anyone will ever call Woodhaven home again. Whatever that presence was, it's still out there. If you're going to fight it, you'll have to find out more.

 $(\rightarrow R1)$

Get Out!

Whatever is coming, you're not sure if you can stop it. You need to warn the townspeople and get out of here before you all go completely insane.

All *Townsfolk* gain:

➡ Spend 1  clue: **Parley**. Add this card to the victory display. Remember that it has been “saved.”

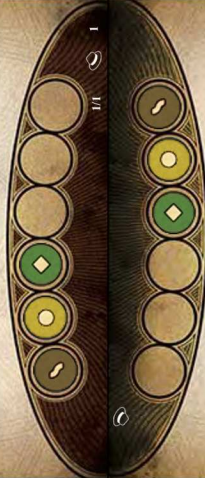
Objective – Save as many *Townspople* as you can. If all six *Townspople* have been added to the victory display, advance.

Train Station



➤: **Resign.** This place is getting too dangerous for you. It's time to cut your losses and go home.

Not many trains come out this far north.



Welcome to Woodhaven.



***Carver**

Townfolk, Humanoid.

Forced – When you become engaged with Carver lose 1 resource. If you cannot, take 1 horror.

Forced – At the end of the Enemy phase if you are engaged with Carver lose 1 resource. If you cannot, take 1 horror.







***Chad Serkin**

10



***John Hocking**

Townfolk, Humanoid.

Forced — At the end of the Mythos phase if John Hocking is not Aloof then reveal a chaos token from the chaos bag. If it is a , , , or  place 1 doom on John Hocking.

